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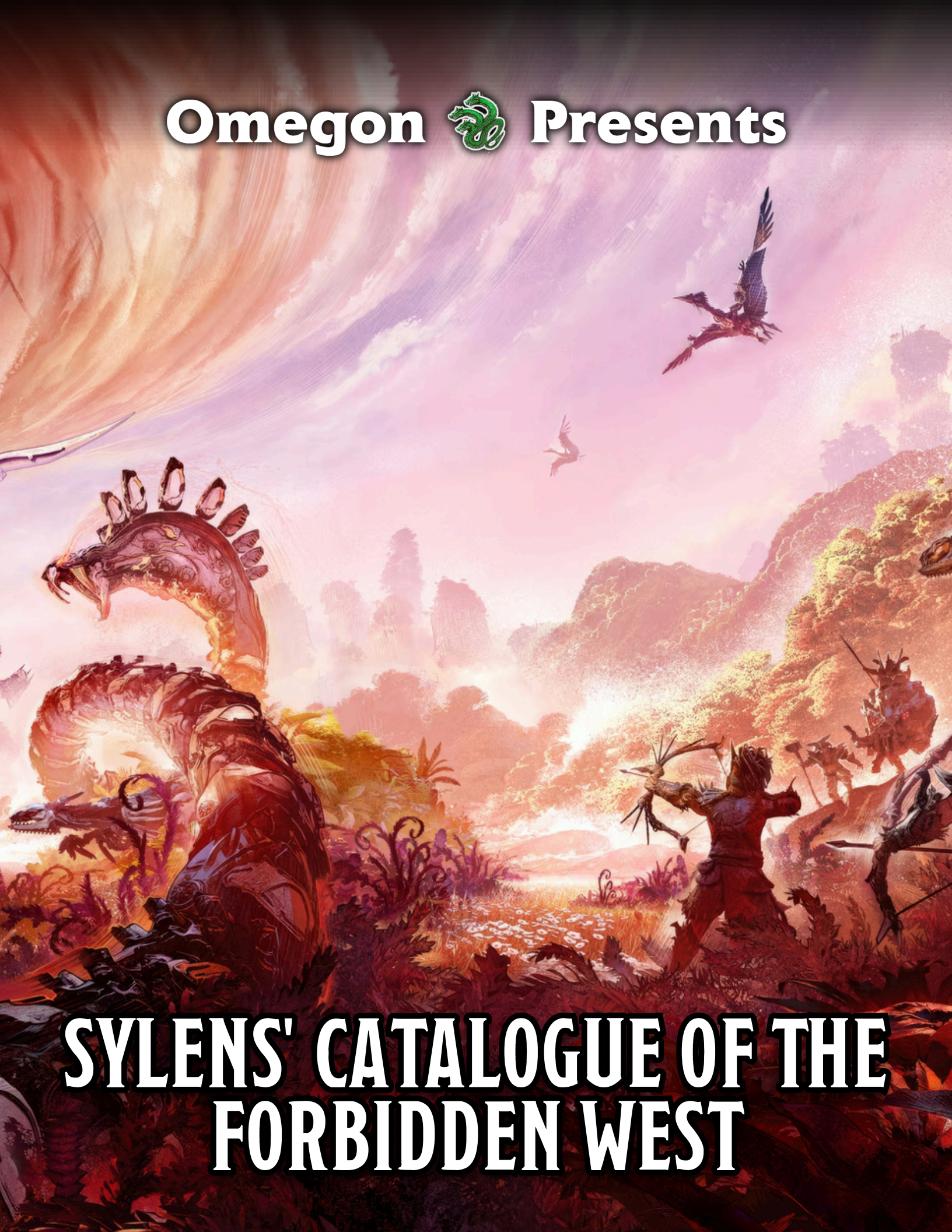

SYLENS' CATALOGUE OF THE FORBIDDEN WEST

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Bilegut

Huge construct, unaligned

AC 20 (natural armor)
HP 336 (32d12+160)
Speed 30 ft. Walk

Initiative +17 (27)

		MOD	SAVE			MOD	SAVE
Str	23	+6	+12	Int	5	-3	+3
Dex	20	+5	+11	Wis	13	+1	+1
Con	18	+4	+10	Cha	1	-5	+1

Skills Perception +7, Athletics +12, Intimidation +1
Vulnerabilities fire, cold
Resistances acid
Immunities psychic, poison; charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., Passive Perception 17
CR 20 (XP 25,000; PB +6)

Traits

Legendary Resistance. (3/Day) If the Bilegut fails a saving throw, it can choose to succeed instead.

Constructed Nature. The Bilegut doesn't require air, food, drink, or sleep.

Immutable Form. The Bilegut is immune to any spell or effect that would alter its form.

Magic Resistance. The Bilegut has advantage on saving throws against spells and other magical effects.

Components

Components can be targeted by attacks, If their HP are reduced to zero, they are destroyed. Damage to the components also counts as damage to the Bilegut.

Egg Launcher. *AC 22; HP 60:* destroying this component disables Sting Spawn Launch.

Adhesive Sac. *AC 22; HP 60:* destroying this component disables Glue Spit and the Bilegut is restrained till the end of its next turn. Also, Tongue Lash can't pull creatures anymore.

Acid Sac. *AC 22; HP 60:* destroying this component disables Acid Discharge and triggers an acid explosion. Dexterity Saving Throw: DC 20, each creature in a 20 ft. emanation, including the Bilegut. Failure: 28 (8d6) acid damage. Success: Half damage.

Actions

Multiattack. The Bilegut makes two Tongue Lash attacks.

Tongue Lash. *Melee Weapon Attack:* +12 to hit, reach 30 ft., one target. *Hit:* 28 (4d10+6) bludgeoning damage. On a hit, the target can be pulled 10 ft. closer to the Bilegut.

Acid Discharge. The Bilegut sprays acid in all directions. Dexterity Saving Throw: DC 20, each creature in a 20 ft. emanation. Failure: 28 (8d6) acid damage. Success: Half damage.

Glue Spit (Recharge 5-6). The Bilegut spits out a large amount of adhesive substance. Dexterity Saving Throw: DC 20, each creature in a 30 ft. sphere centered on a point the Bilegut can see within 90 feet. Failure: the targets have the restrained condition. they repeat the save at the end of each of their turns, ending the effect on themselves on a success. After 1 minute, they succeeds automatically.

Bonus Actions

Crushing Leap (Recharge 4-6). The Bilegut jumps up to 30 ft. to a point on the ground it can see. Strength Saving Throw: DC 20, each creature in a 20 ft. emanation. Failure: 22 (4d10) bludgeoning damage and the target has the Prone condition. Success: Half damage.

Stingspawn Launch. The Bilegut creates three allied Stingspawn in unoccupied spaces within 20 ft. of it. They share its initiative and take their turn immediately after the Bilegut.

Legendary Actions

Legendary Action Uses: 3. Immediately after another creature's turn, the Bilegut can expend a use to take one of the following actions. The Bilegut regains all expended uses at the start of each of its turns.

Tongue Twister. The Bilegut makes a Tongue Lash attack.

Sting Surge. The Bilegut uses Stingspawn Launch.

It Burns! (Costs 2 Actions). The Bilegut uses Acid Discharge.

Endless Leaps (Costs 2 Actions). The Bilegut recharges and then uses Crushing Leap.

Spitting Terror (Costs 2 Actions). The Bilegut recharges and then uses Glue Spit.

Stingspawn

Tiny construct, unaligned

AC 12 (natural armor)
HP 10 (3d4+3)
Speed 10 ft., 30 ft. fly

Initiative +2 (12)

		MOD	SAVE			MOD	SAVE
Str	8	-1	-1	Int	3	-4	-4
Dex	14	+2	+2	Wis	10	+0	+0
Con	12	+1	+1	Cha	1	-5	-5

Vulnerabilities lightning
Resistances acid
Immunities psychic, poison; charmed, exhaustion, frightened, poisoned
Senses Passive Perception 10
CR 1/4 (XP 50; PB +2)

Traits

Constructed Nature. The Stingspawn doesn't require air, food, drink, or sleep.

Immutable Form. The Stingspawn is immune to any spell or effect that would alter its form.

Death Burst. When the Stingspawn dies, it explodes in an electrified cloud. *Dexterity Saving Throw:* DC 10, each creature in a 5 ft. Emanation. *Failure:* 4 (1d8) Lightning Damage.

Actions

Lighting Arc. *Ranged Attack:* +4 to hit, range 30 ft., one target. *Hit:* 4 (1d4+2) lightning damage.

Slam. *Melee Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage.

Burrower

Small construct, unaligned

AC 15 (natural armor) **Initiative** +4 (14)
HP 38 (7d6+14)
Speed 25 ft. walk, 20 ft. burrow, 20 ft. swim

		MOD	SAVE			MOD	SAVE
Str	13	+1	+1	Int	3	-4	-4
Dex	18	+4	+4	Wis	13	+1	+1
Con	14	+2	+2	Cha	1	-5	-5

Skills Perception +5
Vulnerabilities fire
Immunities psychic, poison, charmed, exhaustion, poisoned
Senses Passive Perception 15
CR 1 (XP 200; PB +2)

Traits

Immutable Form. The Burrower is immune to any spell or effect that would alter its form.

Constructed Nature. The Burrower doesn't require air, food, drink, or sleep.

Components

Components can be targeted by attacks, If their HP are reduced to zero, they are destroyed. Damage to the components also counts as damage to the Burrower.

Eye. *AC 17; HP 20:* The Burrower is vulnerable to bludgeoning, piercing and slashing damage dealt to this component.

Soundshell. *AC 17; HP 10:* destroying this component will disable echo screech.

Actions

Multiattack. The Burrower makes two Slam attacks.

Slam. *Melee Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) bludgeoning damage.

Plasma Shot (Recharge 4-6). Ranged Attack. +6 to hit; range 40/80 ft., one target. Hit 10 (1d12+4) force damage.

Bonus Actions

Echo Screech. The Burrower powers up its Soundshell and emits a deafening blast towards the target. One creature within 15 feet of the Burrower must succeed on a DC 13 Constitution saving throw or be deafened for 1 minute. It can repeat the saving throw at the end of each of its turns.

Reactions

Electronic Screech. If the Burrower detects a threat, it sends an alert message to every ally within 120 feet.

Clamberjaw

Large construct, unaligned

AC 18 (natural armor) **Initiative** +9 (19)
HP 238 (28d10+84)
Speed 40 ft. walk, 40 ft. climb

		MOD	SAVE			MOD	SAVE
Str	21	+5	+10	Int	3	-4	+1
Dex	18	+4	+9	Wis	12	+1	+1
Con	17	+3	+3	Cha	1	-5	+0

Skills Athletics +10, Perception +6, Stealth +9
Vulnerabilities Lightning
Resistances Acid, Fire, Radiant
Immunities Psychic, Poison, Poisoned, Frightened, Charmed, Exhaustion
Senses Darkvision 60 ft., Passive Perception 16
CR 13 (XP 10,000, PB +5)

Traits

Immutable Form. The Clamberjaw is immune to any spell or effect that would alter its form.

Constructed Nature. The Clamberjaw doesn't require air, food, drink, or sleep.

Magic Resistance. The Clamberjaw has advantage on saving throws against spells and other magical effects.

Components

Components can be targeted by attacks, If their HP are reduced to zero, they are destroyed. Damage to the components also counts as damage to the Clamberjaw.

Tail Duster. *AC 20; HP 60:* Destroying this component disables Noxious Tail Slash and Seismic Slam.

Blaze Sac. *AC 20; HP 50:* Destroying this component disables Fire Shrapnel Spit, then it explodes. *Dexterity Saving Throw:* DC 18, each creature in a 15 ft. sphere centered on the Clamberjaw. *Failure:* 28 (8d6) Fire damage. *Success:* Half Damage.

Flash Blinder. *AC 20; HP 50:* Destroying this component disables Flash Burst.

Actions

Multiattack. The Clamberjaw makes three Fist Slam attacks or makes three Elemental Shrapnel Spit attacks.

Fist Slam. *Melee Attack Roll:* +10 to hit, reach 5 ft., one target. *Hit:* 23 (4d8+5) Bludgeoning damage.

Tearing Tackle. *Melee Attack Roll:* +10 to hit, reach 5 ft., one target. *Hit:* 44 (6d12+5) Piercing damage. The Clamberjaw horizontally jumps between 15 and 30 ft. towards the target before making this attack, without provoking opportunity attacks.

Fire Shrapnel Spit. *Ranged Attack Roll:* +9 to hit, range 60/120 ft., one target. *Hit:* 21 (5d6+4) Fire damage.

Noxious Tail Slash (Recharge 5-6). The Clamberjaw jumps up to 30 ft. towards a target, makes a Fist Slam attack and then releases toxic fog with its Tail Duster. *Constitution Saving Throw:* DC 18, each creature in a 15 ft. Emanation. *Failure:* The target has the Poisoned condition and can not regain HP until the end of its next turn or until the condition ends through other means.

Seismic Slam (Recharge 5-6). The Clamberjaw leaps 20 ft. into the air and slams into the ground, without taking damage or provoking opportunity attacks. The area is difficult terrain afterwards. *Dexterity Saving Throw:* DC 18, each creature in a 30 ft. Emanation. *Failure:* 45 (10d8) Bludgeoning damage. *Success:* Half Damage.

Bonus Actions

Flash Burst (Recharge 5-6). *Constitution Saving Throw:* DC 18, one creature within 30 ft. of the Clamberjaw. *Failure:* The target has the Blinded condition. It repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Table Flip Grab. The Clamberjaw moves up to 10 ft. towards a medium or smaller creature and tries to Grapple it with its claws. *Success:* It immediately throws the grappled creature up to 20 ft. in any direction.

Clawstrider

Large construct, unaligned

AC 15 (natural armor)
HP 187 (22d10+66)
Speed 40 ft.

Initiative +8 (18)

		MOD	SAVE			MOD	SAVE
Str	17	+3	+7	Int	3	-4	+0
Dex	18	+4	+4	Wis	12	+1	+1
Con	17	+3	+7	Cha	1	-5	-1

Skills Perception +5, Acrobatics +8
Vulnerabilities lightning
Resistances acid
Immunities psychic, poison, charmed, exhaustion, poisoned, frightened
Senses darkvision 60 ft., Passive Perception 15
CR 10 (XP 5,900; PB +4)

Traits

Constructed Nature. The Clawstrider doesn't require air, food, drink, or sleep.

Immutable Form. The Clawstrider is immune to any spell or effect that would alter its form.

Magic Resistance. The Clawstrider has advantage on saving throws against spells and other magical effects.

Pack Tactics. The Clawstrider has advantage on an attack roll against a creature if at least one of the Clawstrider's allies is within 5 feet of the creature and the ally isn't incapacitated.

Standing Leap. The Clawstrider's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Pounce. If the Clawstrider moves at least 20 feet straight toward a creature and then hits it with a Claw Slash attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the Clawstrider can make relentless Maul attack against it as a bonus action.

Components

Components can be targeted by attacks, If their HP are reduced to zero, they are destroyed. Damage to the components also counts as damage to the Clawstrider.

Razor Tail. *AC 17; HP 50:* destroying this component disables Tail Thrash attacks and Twisting Tail Swipe.

Sparker. *AC 20; HP 30:* this component explodes when it is destroyed by lightning damage, dealing 28 (8d6) lightning damage to every creature in a 20 radius, including the Clawstrider, or half as much on a successful DC 15 dexterity saving throw.

Actions

Multiattack. The Clawstrider makes two Tail Thrash attacks or makes three Relentless Maul attacks or makes four Claw Slash attacks.

Tail Thrash. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 34 (7d8+3) slashing damage.

Relentless Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 25 (4d10+3) piercing damage.

Claw Slash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8+4) slashing damage.

Twisting Tail Swipe (Recharge 4-6). The Clawstrider hops in place while spinning around and slashing with its Razor Tail. Every enemy withing 10 ft. of the Clawstrider must make a DC 15 Dexterity saving throw or take 36 (8d8) slashing damage, or half as much on a success.

Bonus Actions

Aggressive. The Clawstrider can move up to its speed toward a hostile creature that it can see.

Deafening Shriek (2/Long or Short Rest). The Clawstrider Inhales air and lets out an ear-piercing shriek. Every creature in within 30 ft of the Clawstrider must make a DC 15 Constitution saving throw or be deafened for 1 minute. Constructs are immune to this ability.

Dreadwing

Huge construct, unaligned

AC 20 (natural armor)
HP 368 (32d12+160)
Speed 30 ft., 60 ft. fly

Initiative +18 (28)

		MOD	SAVE			MOD	SAVE
Str	21	+5	+5	Int	5	-3	+4
Dex	18	+4	+11	Wis	13	+1	+1
Con	20	+5	+12	Cha	1	-5	+2

Skills Perception +8, Stealth +11, Athletics +12, Intimidation +9
Vulnerabilities fire
Resistances acid, cold, lightning
Immunities psychic, poison; charmed, exhaustion, poisoned, frightened
Senses darkvision 60 ft., Passive Perception 18
CR 21 (XP 33,000 ; PB +7)

Traits

Legendary Resistance. (3/Day) If the Dreadwing fails a saving throw, it can choose to succeed instead.

Constructed Nature. The Dreadwing doesn't require air, food, drink, or sleep.

Immutable Form. The Dreadwing is immune to any spell or effect that would alter its form.

Magic Resistance. The Dreadwing has advantage on saving throws against spells and other magical effects.

Components

Components can be targeted by attacks, If their HP are reduced to zero, they are destroyed. Damage to the components also counts as damage to the Dreadwing.

Flash Blinders. *AC 23; HP 50:* destroying this component disables Flash Blast.

Acid Sac. *AC 23; HP 50:* destroying this component disables Corrosive Onslaught.

Bomb Launcher. *AC 23; HP 70:* destroying this disables Explosive Barrage and Leaping Bombardment.

Stealth Generator. *AC 23; HP 50:* destroying this component disables Invisibility.

Radar. *AC 23; HP 45:* destroying this component disables Echolocation.

Actions

Multiattack. The Dreadwing makes five Wing Striker attacks or makes two Fang Strike attacks or uses Explosive Barrage three times.

Explosive Barrage. *Dexterity Saving Throw:* DC 19, each creature in a 5 ft. radius centered on a point the Dreadwing can see within 60 feet. *Failure:* 36 (8d8) fire damage. *Success:* Half Damage.

Wing Striker. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (3d10+4) slashing damage.

Fang Strike. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 44 (6d12+5) piercing damage and *Strength Saving Throw:* DC 20, *failure:* The target has the Prone condition.

Leaping Bombardment (Recharge 4-6). The Dreadwing uses at least 30 ft. of its fly speed and makes a flying leap, releasing explosives along the way. This movement doesn't provoke opportunity attacks.
Dexterity Saving Throw: DC 19, each creature below the path of the Dreadwing. *Failure:* 54 (12d8) Fire Damage, *Success:* Half Damage.

Corrosive Onslaught (Recharge 5-6). *Dexterity Saving Throw:* DC 19, each creature in a 90 ft. cone. *Failure:* 71 (13d10) Acid Damage. *Success:* Half Damage.

Flash Blast. The Dreadwing unleashes a dazzling flash of light. *Constitution Saving Throw:* DC 20, each creature in a 60 ft. Emanation. *Failure:* The Target has the Blinded condition. It repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Bonus Actions

Invisibility. The Dreadwing turns invisible until it deals damage or until its concentration ends (as if concentrating on a spell).

Echolocation. The Dreadwing gains 90 ft. blindsight till the end of its next turn.

Legendary Actions

The Dreadwing can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Dreadwing regains spent legendary actions at the start of its turn.

Wing Striker. Dreadwing makes a Wing Striker attack.

Rising Strike (Costs 2 Actions). if the Dreadwing is on a solid surface, it can move straight upwards up to its speed, provoking no opportunity attacks.
Strength Saving Throw: DC 20, each creature in a 15 ft. Emanation. *Failure:* 21 (6d6) Slashing damage, the target has the Prone condition and is moves 10 ft. away. *Success:* Half Damage.

Rampaging Smash (Costs 2 Actions). If the Dreadwing flies at least 20 ft. over a solid surface, it can slam straight down, creating a shockwave on impact.
Strength Saving Throw: DC 20, each creature in a 20 ft. Emanation. *Failure:* 225 (8d6) Bludgeoning damage and the target has the Prone condition. *Success:* Half Damage.

Fanghorn

Medium construct, unaligned

AC 13
HP 90 (12d8+36)
Speed 40 ft. walk

Initiative +4 (14)

		MOD	SAVE			MOD	SAVE
Str	16	+3	+3	Int	3	-4	-2
Dex	14	+2	+2	Wis	11	+0	+0
Con	16	+3	+3	Cha	1	-5	-3

Skills Perception +4
Vulnerabilities Cold
Resistances Fire
Immunities Psychic, Poison; Charmed, Exhaustion, Frightened, Poisoned
Senses Passive Perception 14
CR 4 (XP 1,100, PB +2)

Traits

Immutable Form. The Fanghorn is immune to any spell or effect that would alter its form.

Constructed Nature. The Fanghorn doesn't require air, food, drink, or sleep.

Magic Resistance. The Fanghorn has advantage on saving throws against spells and other magical effects.

Charge. If the Fanghorn moves at least 20 feet straight toward a creature and then hits it with an Antler Strike on the same turn, the target takes an extra 11 (3d6) Bludgeoning damage.
Strength Saving Throw: DC 13, *Failure:* Prone condition.

Components

Components can be targeted by attacks, If their HP are reduced to zero, they are destroyed. Damage to the components also counts as damage to the Fanghorn.

Antlers. *AC 15; HP 25:* The Fanghorn has 2 Antlers. Destroying both component disables Charge and Antler Strike.

Blaze Canister. *AC 16; HP 35:* Destroying this component disables Flame Burst, then it explodes. *Dexterity Saving Throw:* DC 13, each creature in a 10 ft. radius sphere centered on the Fanghorn. *Failure:* 18 (4d8) Fire damage. *Success:* Half Damage.

Actions

Multiattack. The Fanghorn makes two Kick attacks or makes three Flame Burst attacks.

Antler Strike. *Melee Attack Roll:* +5 to hit, reach 10 ft., one target. *Hit:* 14 (2d10+3) Piercing damage plus 4 (1d8) Fire damage.

Kick. *Melee Attack Roll:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) Bludgeoning damage.

Flame Burst. *Ranged Attack Roll:* +4 to hit, range 40/80 ft., one target. *Hit:* 7 (1d8+3) Fire damage.

Fire Bristleback

Large construct, unaligned

AC 15 (natural armor) **Initiative** +4 (14)
HP 142 (15d10+60)
Speed 50 ft. walk

		MOD	SAVE			MOD	SAVE
Str	17	+3	+6	Int	3	-4	-1
Dex	12	+1	+1	Wis	11	+0	+0
Con	18	+4	+7	Cha	1	-5	-2

Skills Perception +3
Vulnerabilities lightning
Resistances fire
Immunities poison, psychic, charmed, exhaustion, poisoned, frightened
Senses Passive Perception 13
CR 8 (XP 3,900; PB +3)

Traits

Constructed Nature. The Bristleback doesn't require air, food, drink, or sleep.

Immutable Form. The Bristleback is immune to any spell or effect that would alter its form.

Magic Resistance. The Bristleback has advantage on saving throws against spells and other magical effects.

Wreckage Rush. If the Bristleback moves at least 20 feet straight toward a target and then hits it with a Snout Swing attack on the same turn, the target takes an extra 14 (3d8) fire damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Components

Components can be targeted by attacks, If their HP are reduced to zero, they are destroyed. Damage to the components also counts as damage to the Bristleback.

Tusks. *AC 18; HP 50:* destroying this component reduces the damage of Snout Swing attack to 13 (3d6+3) and its reach to 5 ft.

Blaze Canister. *AC 17; HP 30:* destroying this component disables Wreckage Rush and Spewing Twist Kick. If destroyed with fire damage, it has a 70% probability of triggering an explosion that reproduces the effect of a third level fireball (Save DC 14), centered on the Bristleback.

Actions

Multiattack. The Fire Bristleback makes one Snout Swing attack, and one Kick attack.

Kick. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 17 (4d6+3) bludgeoning damage.

Snout Swing. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 25 (5d8+3) bludgeoning damage.

Spewing Twist Kick (Recharge 5-6). The Bristleback Spins 360°, kicking with its hind legs, while spewing fire from its mouth. Every creature within 15 ft of the Bristleback has to succeed on a DC 14 Dexterity saving throw or take 14 (4d6) Fire and 14 (4d6) bludgeoning damage.

Grimhorn

Huge construct, unaligned

AC 18 (natural armor)
HP 184 (16d12+80)
Speed 30 ft. walk

		MOD	SAVE			MOD	SAVE
Str	21	+5	+5	Int	3	-4	+0
Dex	10	+0	+0	Wis	10	+0	+0
Con	20	+5	+9	Cha	1	-5	-1

Skills Athletics +9, Intimidation +3
Vulnerabilities Acid
Resistances Fire, Lightning
Immunities Psychic, Poison; Charmed, Exhaustion, Frightened, Poisoned
Senses Passive Perception 10
CR 11 (XP 7,200, PB +4)

Traits

Immutable Form. The Grimhorn is immune to any spell or effect that would alter its form.

Constructed Nature. The Grimhorn doesn't require air, food, drink, or sleep.

Magic Resistance. The Grimhorn has advantage on saving throws against spells and other magical effects.

Components

Components can be targeted by attacks, If their HP are reduced to zero, they are destroyed. Damage to the components also counts as damage to the Plowhorn.

Horn. *AC 21; HP 40:* The Grimhorn has two Horns. destroying one reduces the number of Impaling Dredger attacks in Multiattack by one. If all Horns are destroyed, Impaling Dredger is disabled.

Blaze Sac. *AC 20; HP 70:* Scorching Meteor is disabled and Scorching Slam does 0 fire damage, if this component is destroyed. It also explodes when destroyed.
Dexterity Saving Throw: DC 17, each creature in a 15 ft. sphere centered on the Grimhorn. *Failure:* 36 (8d8) Fire damage. *Success:* Half Damage.

Actions

Multiattack. The Grimhorn makes two Scorching Meteor attacks or makes two Impaling Dredger attacks.

Scorching Meteor. *Ranged Attack Roll:* +9 to hit, range 60/120 ft., one target. *Hit:* 32 (6d8+5) Fire damage.

Impaling Dredger. *Melee Attack Roll:* +9 to hit, reach 10 ft., one target. *Hit:* 33 (8d6+5) Piercing damage.

Scorching Slam. *Dexterity Saving Throw:* DC 17, each creature in a 15 ft. cone. *Failure:* 16 (3d10) Fire damage and 16 (3d10) Bludgeoning damage. *Success:* Half Damage.

Impaling Slash (Recharge 5-6). *Dexterity Saving Throw:* DC 17, each creature in a 15 ft. Emanation. *Failure:* 44 (8d10) Slashing Damage *Success:* Half Damage.

Scorching Stream (Recharge 5-6). *Dexterity Saving Throw:* DC 17, each creature in a 90-foot-long, 5-foot-wide Line. *Failure:* 45 (10d8) Fire damage. *Success:* Half Damage.

Bonus Actions

Charge (2/Long or Short Rest). The Grimhorn moves up to its Speed without provoking opportunity attacks.

Leaplasher

Medium construct, unaligned

AC 16 (natural armor)
HP 97 (15d8+30)
Speed 40 ft. walk

Initiative +6 (16)

		MOD	SAVE			MOD	SAVE
Str	18	+4	+4	Int	3	-4	-1
Dex	17	+4	+6	Wis	12	+1	+1
Con	15	+2	+2	Cha	1	-5	-2

Skills Acrobatics +6, Perception +4
Vulnerabilities Acid
Resistances Lightning
Immunities Psychic, Poison; Charmed, Exhaustion, Frightened, Poisoned
Senses Passive Perception 14
CR 7 (XP 2,900, PB +3)

Traits

Immutable Form. The Leaplasher is immune to any spell or effect that would alter its form.

Constructed Nature. The Leaplasher doesn't require air, food, drink, or sleep.

Magic Resistance. The Leaplasher has advantage on saving throws against spells and other magical effects.

Components

Components can be targeted by attacks, If their HP are reduced to zero, they are destroyed. Damage to the components also counts as damage to the Leaplasher.

Cargo Claw. *AC 18; HP 30:* destroying this component disables Reel and Kick.

Power Cell. *AC 18; HP 50:* destroying this component disables Scaping Shocker and Jolt Spinner.

Actions

Multiattack. The Leaplasher makes three Scraping Shocker attacks.

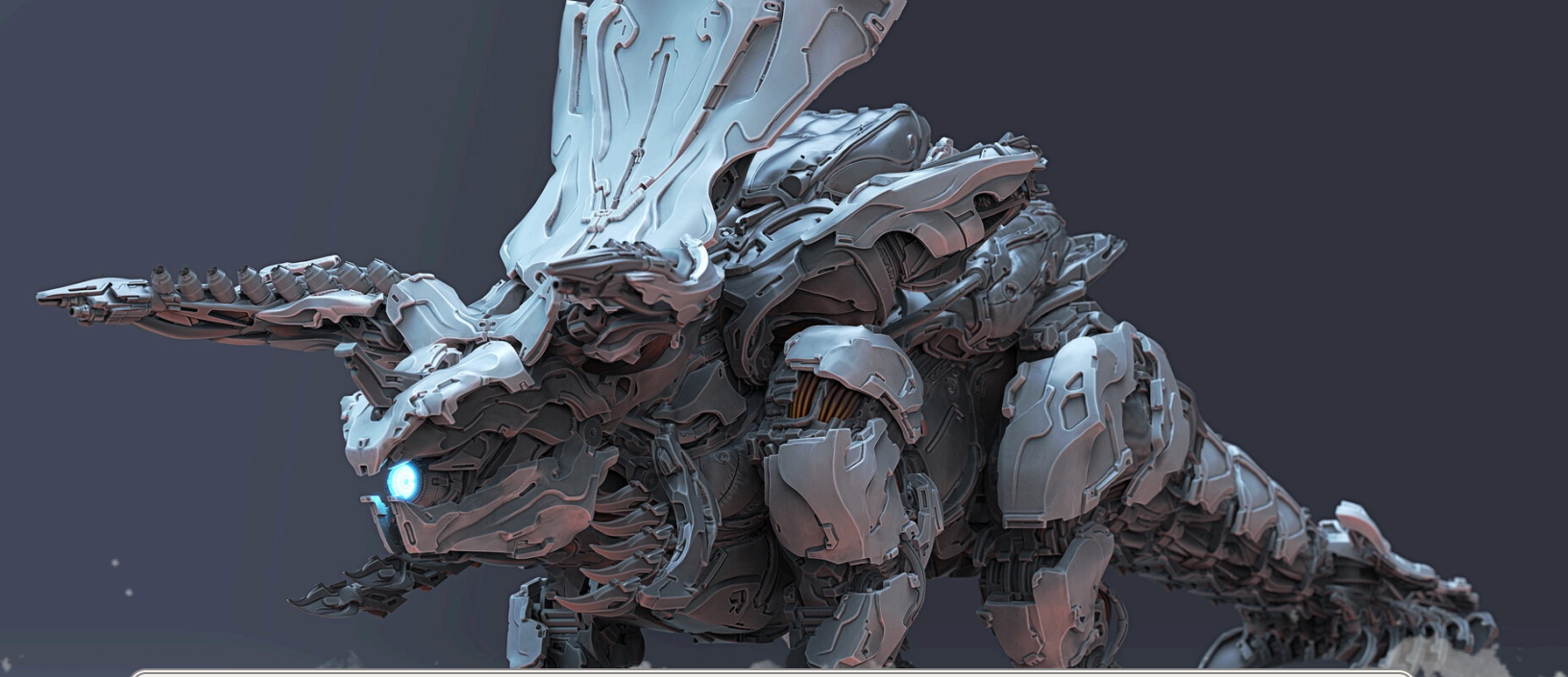
Axe Kick. *Melee Attack Roll:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+4) Lightning damage plus 9 (2d8) Bludgeoning damage.

Scraping Shocker. *Ranged Attack Roll:* +7 to hit, range 60/120 ft., one target. *Hit:* 13 (2d8+4) Lightning damage.

Jolt Spinner (Recharge 5-6). The Leaplasher moves up to its speed, spinning its Cargo Claw.
Dexterity Saving Throw: DC 15, each creature within 10 ft. of the Leaperlash during this movement. *Failure:* 35 (10d6) Lightning damage *Success:* Half Damage.

Bonus Actions

Reel and Kick. The Leaplasher grapples a creature within 10 ft. with its Cargo Claw. If successful, the target is moved 5 ft. closer to the Leaplasher which then makes an Axe Kick attack.



Plowhorn

Huge construct, unaligned

AC 16 (natural armor)
HP 94 (9d12+36)
Speed 30 ft. walk

Initiative +3 (13)

		MOD	SAVE			MOD	SAVE
Str	18	+4	+4	Int	3	-4	-1
Dex	10	+0	+0	Wis	10	+0	+0
Con	18	+4	+7	Cha	1	-5	-2

Vulnerabilities Acid
Resistances Cold
Immunities Psychic, Poison, Poisoned, Charmed, Frightened, Exhaustion
Senses Passive Perception 10
CR 6 (XP 2,300, PB +3)

Traits

Immutable Form. The Plowhorn is immune to any spell or effect that would alter its form.

Constructed Nature. The Plowhorn doesn't require air, food, drink, or sleep.

Magic Resistance. The Plowhorn has advantage on saving throws against spells and other magical effects.

Components

Components can be targeted by attacks, If their HP are reduced to zero, they are destroyed. Damage to the components also counts as damage to the Plowhorn.

Horn. *AC 19; HP 20:* The Plowhorn has two Horns. destroying one reduces the number of Impaling Dredger attacks in Multiattack by one. If all Horns are destroyed, Impaling Dredger is disabled.

Adhesive Sac. *AC 18; HP 40:* Viscous Slam is disabled, and Gravel Barrage no longer causes the Restrained condition, if this component is destroyed. It also explodes when destroyed.
Strength Saving Throw: DC 15, each creature in a 15 ft. sphere centered on the Plowhorn. *Failure:* The target is Restrained by adhesive until the end of its next turn.

Actions

Multiattack. Plowhorn makes three Gravel Barrage attacks or makes two Impaling Dredger attacks.

Gravel Barrage. *Ranged Attack Roll:* +7 to hit, range 50/100 ft., one target. *Hit:* 11 (2d6+4) Bludgeoning damage. Hit: Strength Saving Throw: DC 15 or the target is Restrained by adhesive until the end its next turn.

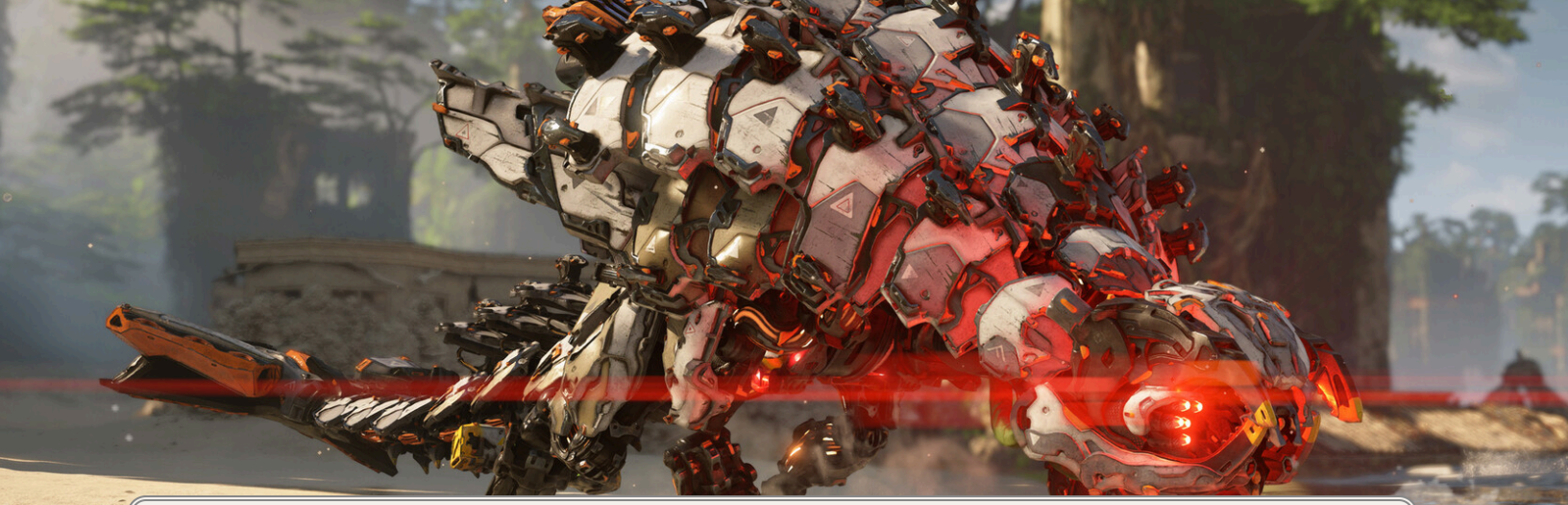
Impaling Dredger. *Melee Attack Roll:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (4d6+4) Piercing damage.

Viscous Slam. *Dexterity Saving Throw:* DC 15, each creature in a 15 ft. cone. *Failure:* 18 (4d8) Bludgeoning damage and the target is Restrained by adhesive until the end of its next turn. *Success:* Half Damage.

Impaling Slash (Recharge 5-6). *Dexterity Saving Throw:* DC 15, each creature in a 15 ft. Emanation. *Failure:* 26 (4d12) Slashing Damage *Success:* Half Damage.

Bonus Actions

Charge (2/Long or Short Rest). The Plowhorn moves up to its Speed without provoking opportunity attacks.



Rollerback

Huge construct, unaligned

AC 20 (natural armor)
HP 299 (26d12+130)
Speed 30 ft. walk

Initiative +7 (17)

		MOD	SAVE			MOD	SAVE
Str	20	+5	+5	Int	3	-4	+1
Dex	14	+2	+7	Wis	12	+1	+1
Con	21	+5	+10	Cha	1	-5	+0

Skills Athletics +10, Perception +6
Vulnerabilities Acid
Resistances Fire, Lightning
Immunities Psychic, Poison; Charmed, Exhaustion, Frightened, Poisoned
Senses Darkvision 60 ft., Passive Perception 16
CR 16 (XP 15,000, PB +5)

Traits

Constructed Nature. The Rollerback doesn't require air, food, drink, or sleep.

Immutable Form. The Rollerback is immune to any spell or effect that would alter its form.

Magic Resistance. The Rollerback has advantage on saving throws against spells and other magical effects.

Components

Components can be targeted by attacks, If their HP are reduced to zero, they are destroyed. Damage to the components also counts as damage to the Rollerback. Some components can only be targeted in a specific stance.

Adhesive Sac (Uncurled only). *AC 22; HP 60:* destroying this component disables Adhesive Shot, then the component explodes.
Strength Saving Throw: DC 18, each creature in a 20 ft. radius Sphere, centered on the Rollerback. *Failure:* the target has the Restrained condition until the start of its next turn.

Thruster (Curled Only). *AC 23; HP 90:* destroying this component disables Burndozer and Blast Off.

Hammer Tail (Uncurled Only). *AC 22; HP 80:* destroying this component disables Mega-Crush Hammer and Hammer Swing.

Actions

Multiattack. The Rollerback makes three Mega-Crush Hammer attacks or makes four Gravel Spray attacks or makes three Adhesive Shot attacks.

Mega-Crush Hammer (Uncurled Only). *Melee Attack Roll:* +10 to hit, reach 15 ft., one target. *Hit:* 24 (3d12+5) Bludgeoning damage.

Adhesive Shot (Uncurled Only). *Ranged Attack Roll:* +10 to hit, range 60 ft., one target. *Hit:* 15 (3d6+5) Acid damage and the target is Restrained by adhesive until the start of its next turn.

Hammer Swing (Uncurled Only). *Dexterity Saving Throw:* DC 18, each creature in a 15 ft. Emanation. *Failure:* 39 (7d12) Bludgeoning Damage. *Success:* Half Damage.

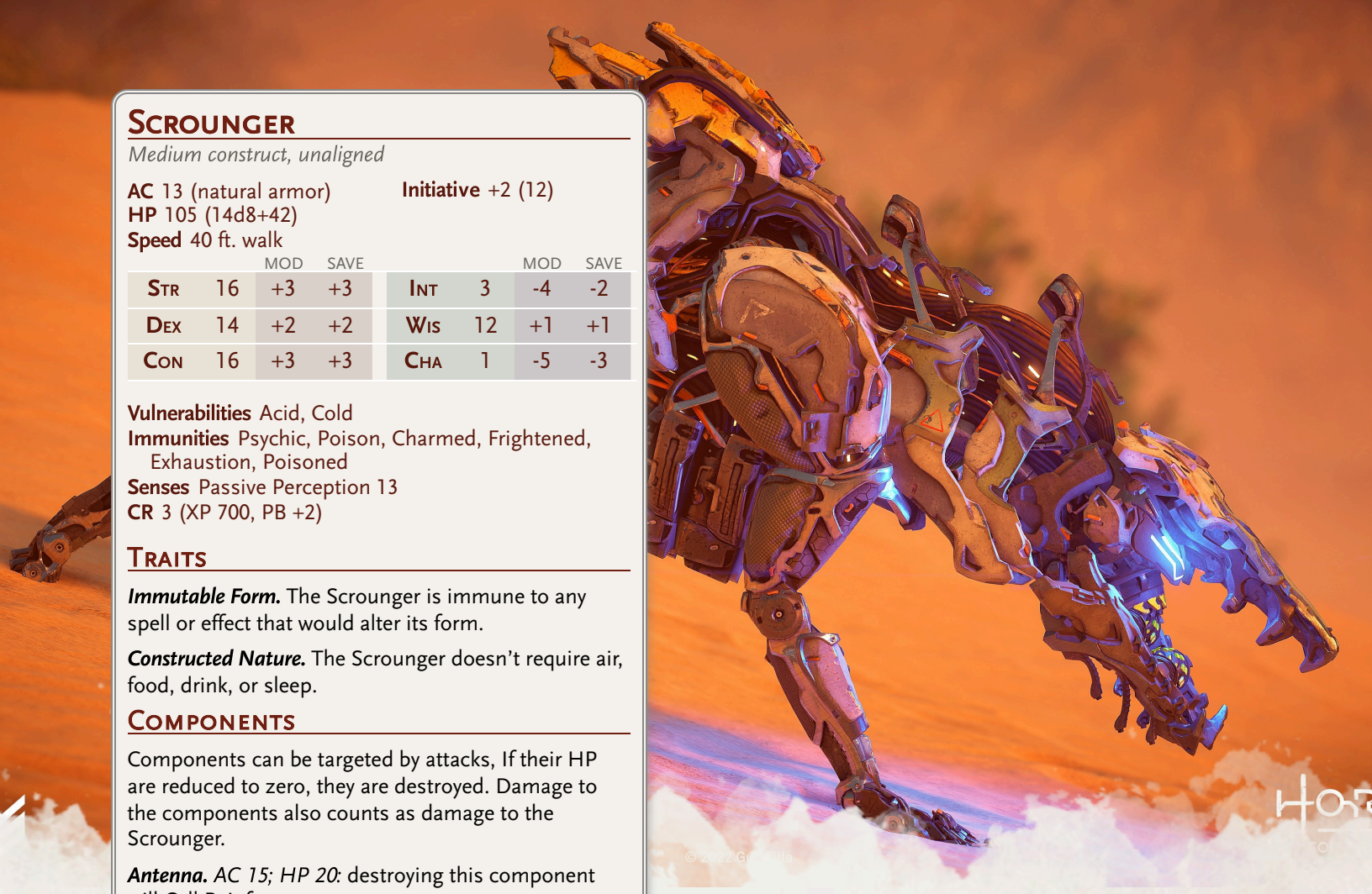
Gravel Spray (Curled Only). *Ranged Attack Roll:* +10 to hit, range 60/120 ft., one target. *Hit:* 18 (3d8+5) Slashing damage.

Burndozer (Curled Only) (Recharge 5-6). The Rollerback moves up to double its speed in a straight line. It can move through the space of hostile creatures and doesn't provoke opportunity attacks.
Strength Saving Throw: DC 18, each creature in the Rollerback's path. *Failure:* 27 (5d10) Bludgeoning Damage and 27 (5d10) Fire Damage and the target has the Prone condition. *Success:* Half Damage.

Blast Off (Curled Only) (Recharge 5-6). The Rollerback jumps 30 ft upwards and then lands on a target within 50 ft. that it can see. This action does not provoke opportunity attacks and doesn't cause fall damage.
Dexterity Saving Throw: DC 18, each other creature in a 30 ft. radius on impact. *Failure:* 54 (12d8) Bludgeoning Damage and the target is move 10 ft away from the Rollerback *Success:* Half Damage.

Bonus Actions

Stance Change. The Rollerback can enter a curled stance or uncurl again. Some actions can only be taken in either stance (see their title). Curled up, the Rollerback has a bonus of +2 to AC, to Dexterity, Constitution and Wisdom Saving Throws, but -2 to Strength Saving Throws, disadvantage on Perception checks and it can't make opportunity attacks.



Scrounger

Medium construct, unaligned

AC 13 (natural armor)
HP 105 (14d8+42)
Speed 40 ft. walk

Initiative +2 (12)

		MOD	SAVE			MOD	SAVE
Str	16	+3	+3	Int	3	-4	-2
Dex	14	+2	+2	Wis	12	+1	+1
Con	16	+3	+3	Cha	1	-5	-3

Vulnerabilities Acid, Cold
Immunities Psychic, Poison, Charmed, Frightened, Exhaustion, Poisoned
Senses Passive Perception 13
CR 3 (XP 700, PB +2)

Traits

Immutable Form. The Scrounger is immune to any spell or effect that would alter its form.

Constructed Nature. The Scrounger doesn't require air, food, drink, or sleep.

Components

Components can be targeted by attacks, If their HP are reduced to zero, they are destroyed. Damage to the components also counts as damage to the Scrounger.

Antenna. *AC 15; HP 20:* destroying this component will Call Reinforcements.

Power Cell. *AC 16; HP 20:* destroying this component disables Shock Burst. If it is destroyed with Lightning damage, it explodes.
Dexterity Saving Throw: DC 13, each creature in a 10 ft. sphere centered on the Scrounger. *Failure:* 14 (4d6) Lightning damage. *Success:* Half Damage.

Actions

Multiattack. The Scrounger makes three Snap Crush attacks or makes four Shock Burst attacks.

Snap Crush. *Melee Attack Roll:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) Piercing damage.

Shock Burst. *Ranged Attack Roll:* +4 to hit, range 60 ft., one target. *Hit:* 5 (1d4+3) Lightning damage.

Bonus Actions

Crushing Lunge. Before taking the Multiattack action, the Scrounger moves up to half its Speed, and it makes one Snap Crush attack.

Call Reinforcements. The Scrounger sends out an alarm signal to all allies within a 150 ft. radius.

Shellsnapper

Gargantuan construct, unaligned

AC 22 (natural armor) **Initiative** +6 (16)
HP 385 (22d20+154)
Speed 30 ft. walk, 40 ft. burrow

		MOD	SAVE			MOD	SAVE
Str	23	+6	+13	**Int**	3	-4	+3
Dex	8	-1	+6	**Wis**	16	+1	+3
Con	25	+7	+14	**Cha**	3	-4	+3

Skills Athletics +13, Intimidation +3, Perception +10
Vulnerabilities Acid, Fire
Resistances Cold, Radiant
Immunities Psychic, Poison; Charmed, Exhaustion, Frightened, Poisoned
Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 20
CR 21 (XP 33,000, PB +7)

Traits

Legendary Resistance (3/Day). If the Shellsnapper fails a saving throw, it can choose to succeed instead.

Constructed Nature. The Shellsnapper doesn't require air, food, drink, or sleep.

Immutable Form. The Shellsnapper is immune to any spell or effect that would alter its form.

Magic Resistance. The Shellsnapper has advantage on saving throws against spells and other magical effects.

Components

Components can be targeted by attacks, If their HP are reduced to zero, they are destroyed. Damage to the components also counts as damage to the Shellsnapper.

Shell Bolt. *AC 24; HP 50:* The Shellsnapper has 4 Shell Bolts. destroying all Shell Bolts removes the Shellsnappers armor and its new AC becomes 17.

Frost Blaster. *AC 24; HP 90:* destroying this component disables Freeze Blast and Tracking Cryo Blast.

Plasma Generator. *AC 20; HP 70:* destroying this component disables Power Blaster. This component has total cover until all Shell Bolts are destroyed. If destroyed, this component explodes.
Dexterity Saving Throw: DC 21, each creature in a 20 ft. radius sphere centered on the Shellsnapper. *Failure:* 45 (10d8) Radiant damage. *Success:* Half Damage.

Actions

Multiattack. The Shellsnapper makes one Snap Bite attack, and two Slash attacks or makes three Freeze Blaster attacks.

Snap Bite. *Melee Attack Roll:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (3d8+6) Piercing damage plus 13 (3d8) Cold damage.

Slash. *Melee Attack Roll:* +13 to hit, reach 10 ft., one target. *Hit:* 24 (4d8+6) slashing damage.

Freeze Blast. *Ranged Attack Roll:* +13 to hit, range 80/150 ft., one target. *Hit:* 24 (4d8+6) Cold damage.

Springing Belly Flop (Recharge 5-6). The Shellsnapper makes a horizonal jump up to 30 ft., crushing the targets with its belly. *Dexterity Saving Throw:* DC 21, each creature in the Shellsnapper's space and within a 5 ft. Emanation. *Failure:* 44 (8d10) Bludgeoning Damage and the target has the Prone condition.

Power Blaster (Recharge 5-6). *Dexterity Saving Throw:* DC 21, each creature in a 100-foot-long, 10-foot-wide Line. *Failure:* 45 (10d8) Radiant damage *Success:* Half Damage.

Bonus Actions

Tracking Cryo Blast. The Shellsnapper freezes a 10-foot-radius circle centered on a point within 60 ft. for 1 minute. The area is difficult terrain and any other creature that enters the area for the first time on a turn, or starts its turn in the area must succeed on a DC 21 Dexterity Saving Throw or gain the Prone condition.

Deafening Roar (Recharge 6). The Shellsnapper roars. *Constitution Saving Throw:* DC 21. Each creature in a 30 ft. Emanation. *Failure:* Deafened for 1 minute.

Legendary Actions

Legendary Action Uses: 3. Immediately after another creature's turn , the Shellsnapper can expend a use to take one of the following actions. The Shellsnapper regains all expended uses at the start of each its turns.

Tail Crack (Costs 2 Actions). *Constitution Saving Throw:* DC 21, each creature in a 30 ft cone. *Failure:* 21 (6d6) Cold damage *Success:* Half Damage.

Slasher. The Shellsnapper makes a Slash attack.

Frosty Barrage. The Shellsnapper uses the Tracking Cryo Blast.

Skydrifter

Medium construct, unaligned

AC 17 (natural armor)
HP 182 (28d8+56)
Speed 30 ft. walk, 60 ft. fly

Initiative +8 (18)

		MOD	SAVE			MOD	SAVE
Str	18	+4	+4	Int	5	-3	+1
Dex	18	+4	+8	Wis	15	+2	+2
Con	15	+2	+2	Cha	1	-5	-1

Skills Perception +6, Acrobatics +8
Vulnerabilities cold
Resistances fire
Immunities psychic, poison, charmed, exhaustion, poisoned, frightened
Senses darkvision 90 ft., Passive Perception 16
Challenge 10 (XP 5,900, PB +4)

Traits

Constructed Nature. The Skydrifter doesn't require air, food, drink, or sleep.

Immutable Form. The Skydrifter is immune to any spell or effect that would alter its form.

Magic Resistance. The Skydrifter has advantage on saving throws against spells and other magical effects.

Razor Swoop. Once, on its turn, when the Skydrifter flies at least 30 ft. in a straight line towards a target before making an attack, it adds 9 (2d8) Fire and 9 (2d8) bludgeoning damage to that attack.

Components

Components can be targeted by attacks, If their HP are reduced to zero, they are destroyed. Damage to the components also counts as damage to the Skydrifter.

Tracking Container. *AC 19; HP 40:* destroying this component disables Tracking Darts.

Booster. *AC 19; HP 60:* destroying this component disables Blast Lauch and Razor Swoop.

Razor Tail. *AC 19; HP 50:* destroying this component disables Razor Quills.

Actions

Multiattack. The Skydrifter makes one Claw Dive attack, and two Wing Slasher attacks.

Claw Dive. *Melee Attack Roll:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage plus 7 (2d6) damage.

Wing Slasher. *Melee Attack Roll:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Razor Quills (Recharge 4-6). *Dexterity Saving Throw:* DC 16, 30 ft. Cone, Failure: 45 (10d8) Piercing damage. *Success:* Half Damage. The Skydrifter shoots sharp quills from its tail.

Bonus Actions

Blast Launch. *Dexterity Saving Throw:* DC 16, 10 ft. Emanation. *Failure:* 9 (2d8) Fire damage. *Success:* Half Damage.
The Skydrifter activates boosters to blast into the air. It moves 15 ft. upwards without provoking opportunity attacks.

Tracking Darts. Ranged Attack Roll: +8 to hit, Range 30 ft., one target. Hit: The Skydrifter and its allies always know the targets location for 1 minute, and the target cannot benefit from the Invisible condition.

Slaughterspine

Gargantuan construct, unaligned

AC 19 (natural armor) **Initiative** +16 (26)
HP 407 (22d20+176)
Speed 50 ft. walk

		MOD	SAVE			MOD	SAVE
Str	29	+9	+16	Int	5	-3	+4
Dex	15	+2	+9	Wis	14	+2	+2
Con	26	+8	+15	Cha	1	-5	+2

Skills Intimidation +9, Perception +9, Athletics +16
Vulnerabilities cold
Resistances fire, lightning, acid, force
Immunities psychic, poison, poisoned, charmed, exhaustion, frightened
Senses darkvision 60 ft., Passive Perception 19
Challenge 24 (XP 62,000, PB +7)

Traits

Legendary Resistance (4/Day). If the Slaughterspine fails a saving throw, it can choose to succeed instead.

Constructed Nature. The Slaughterspine doesn't require air, food, drink, or sleep.

Immutable Form. The Slaughterspine is immune to any spell or effect that would alter its form.

Magic Resistance. The Slaughterspine has advantage on saving throws against spells and other magical effects.

Components

Components can be targeted by attacks, If their HP are reduced to zero, they are destroyed. Damage to the components also counts as damage to the Slaughterspine.

Blaze Canister. *AC 22; HP 80:* destroying this component causes it to explode. *Dexterity Saving Throw*: DC 24, each creature in a 20 ft. sphere centered on the Slaughterspine. *Failure*: 49 (14d6) Fire damage. *Success*: Half Damage.

Plasma Energizer. *AC 22; HP 80:* destroying this component disables Enraged Plasma Blast.

Actions

Multiattack. The Slaughterspine makes one Slaughter Bite attack, one Slaughter Crush attack, and one Slaughter Sweep attack or makes two Enraged Plasma Blast attacks.

Slaughter Bite. *Melee Attack Roll:* +16 to hit, reach 15 ft., one target. *Hit:* 35 (4d12+9) piercing damage.

Slaughter Crush. *Melee Attack Roll:* +16 to hit, reach 10 ft., one target. *Hit:* 31 (4d10+9) bludgeoning damage.

Slaughter Sweep. *Melee Attack Roll:* +16 to hit, reach 20 ft., two targets. *Hit:* 27 (4d8+9) slashing damage.

Enraged Plasma Blast. *Ranged Attack Roll:* +16 to hit, range 50/100 ft., one target. *Hit:* 51 (12d6+9) radiant damage.

Bonus Actions

Thundering Roar (Recharge 4-6). The Slaughterspine lets out a deafening roar. *Constitution Saving Throw*: DC 24. Each creature in a 30 ft. Emanation. *Failure*: Deafened for 1 minute.

Legendary Actions

Legendary Action Uses: 3. Immediately after another creature's turn , the Slaughterspine can expend a use to take one of the following actions. The Slaughterspine regains all expended uses at the start of each its turns.

Slaughter Sweep. The Slaughterspine makes a Slaughter Sweep attack.

Sprint. The Slaughterspine moves up to its Speed.

Plasma Blast (Costs 2 Actions). The Slaughterspine makes an Enraged Plasma Blast attack.

Enraged Atomic Breath (Recharge 5-6) (Costs 3 Actions). *Constitution Saving Throw*: DC 24, each creature in a 90-foot Cone. *Failure*: 55 (10d10) Radiant damage. *Success*: Half damage.

Slitherfang

Gargantuan construct, unaligned

AC 20 (natural armor)
HP 372 (24d20+120)
Speed 60 ft., 60 ft. burrow

Initiative +15 (25)

		MOD	SAVE			MOD	SAVE
Str	25	+7	+14	**Int**	5	-3	+4
Dex	12	+1	+8	**Wis**	12	+1	+1
Con	20	+5	+12	**Cha**	2	-4	+3

Skills Perception +8, Intimidation +10, Athletics +14
Vulnerabilities fire, cold
Resistances acid, lightning
Immunities psychic, poison, charmed, exhaustion, poisoned, frightened
Senses darkvision 60 ft., tremorsense 120 ft., Passive Perception 18
CR 21 (XP 33,000; PB +7)

Traits

Legendary Resistance (3/Day). If the Slitherfang fails a saving throw, it can choose to succeed instead.

Constructed Nature. The Slitherfang doesn't require air, food, drink, or sleep.

Immutable Form. The Slitherfang is immune to any spell or effect that would alter its form.

Magic Resistance. The Slitherfang has advantage on saving throws against spells and other magical effects.

Slither Charge. If the Slitherfang moves at least 20 feet straight toward a target and then hits it with a Fang Strike attack on the same turn, the target takes an extra 15 (6d4) acid damage. If the target is a creature, it must succeed on a DC 22 Strength saving throw or be knocked prone.

Tunneler. The Slitherfang can burrow through solid rock at half its burrowing speed and leaves a 20-foot-diameter tunnel in its wake.

Components

Components can be targeted by attacks, If their HP are reduced to zero, they are destroyed. Damage to the components also counts as damage to the Slitherfang.

Earthgrinder. *AC 23; HP 70:* destroying this component disables the Slighterfang's burrow speed.

Shock Orb. *AC 23; HP 70:* destroying this component disables Thunderbolt Swipe and Tail-Bolt.

Acid Sac. *AC 23; HP 70:* destroying this component reduces all acid damage dealt by the Slitherfang to zero and disables acid stream.

Actions

Multiattack. The Slitherfang makes one Thunderbolt Smash attack, and two Fang Strike attacks or makes three Tail-Bolt attacks.

Fang Strike. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (4d6+7) bludgeoning damage plus 10 (4d4) acid damage.

Thunderbolt Smash. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 25 (4d8+7) bludgeoning damage plus 18 (4d8) lightning damage.

Tail-Bolt. *Ranged Weapon Attack:* +14 to hit, range 50/100 ft., one target. Hit: 33 (4d12+7) lightning damage.

Thunderbolt Swipe (Recharge 5-6). The Slighterfang swipes in a large arcing motion with its electrified tail, generating a trio of electrified trails along the ground. Three lines 60 feet long and 5 feet wide blast out from the Slighterfang in different directions of its choice. Each creature in the lines must make a DC22 Dexterity saving throw. A creature takes 52 (8d12) lightning damage on a failed save, or half as much damage on a successful one.

Acid Stream (Recharge 5-6). The Slitherfang spits a stream of acid from its mouth. Each creature in a 100 feet long and 15 feet wide line must make a DC 22 dexterity saving throw. A creature takes 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The Slitherfang can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Slitherfang regains spent legendary actions at the start of its turn.

Fang Strike. The Slitherfang makes a Fang Strike attack.

Thunderbolt Smash (Costs 2 Actions). The Slitherfang makes a Thunderbolt Smash attack.

Tail-Bolt (Costs 2 Actions). The Slitherfang makes a Tail-Bolt attack.

Spikesnout

Medium construct, unaligned

AC 13 (natural armor) **Initiative** +6 (16)
HP 97 (15d8+30)
Speed 30 ft. walk

		MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Int**	3	-4	-1
Dex	16	+3	+3	**Wis**	10	+0	+0
Con	14	+2	+2	**Cha**	1	-5	-2

Vulnerabilities Fire
Resistances Lightning
Immunities Psychic, Poison, Charmed, Frightened, Poisoned, Exhaustion
Senses Passive Perception 10
CR 5 (XP 1,800, PB +3)

Traits

Immutable Form. The Spikesnout is immune to any spell or effect that would alter its form.

Constructed Nature. The Spikesnout doesn't require air, food, drink, or sleep.

Components

Components can be targeted by attacks, If their HP are reduced to zero, they are destroyed. Damage to the components also counts as damage to the Spikesnout.

Acid Sac. *AC 15; HP 30:* Destroying this component causes it to explode, then disables Acid Rock Bust. *Dexterity Saving Throw:* DC 14, each creature in a 15 ft. radius sphere centered on the Spikesnout. *Failure:* 20 (8d4) Acid damage. *Success:* Half damage.

Amplifying Sac. *AC 15; HP 25:* Destroying this component causes it to explode, then disables Snout Shot. Each creature in a 15 ft. radius spere deals maximum damage instead of rolling until the end of its next turn.

Damage Dampener Sac. *AC 15; HP 30:* Destroying this component causes an explosion, then disables Mist Tail Slam and Defensive Tail Sweep. Each creature in a 15 ft. radius spere is resistant to all damage until the end of their next turn.

Actions

Multiattack. The Spikesnout makes four Acid Rock Burst attacks or makes three Slash attacks. It can replace one Acid Rock Burst attack with a Snout Shot or a Slash attack with either Misty Tail Slam or with Defensive Tail Sweep.

Acid Rock Burst. *Ranged Attack Roll:* +6 to hit, range 50/100 ft., one target. *Hit:* 5 (1d4+3) Bludgeoning damage plus 4 (1d8) Acid damage.

Slash. *Melee Attack Roll:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) slashing damage..

Mist Tail Slam. *Melee Attack Roll:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10+3) Bludgeoning damage.
Hit or Miss: Each Creature in a 5 ft. Emanation around the target has resistance to all damage until the start of the Spikesnout's next turn.

Defensive Tail Sweep. Strengthening vapor spreads from the Spikesnout.
Each creature in a 15 ft. Emanation becomes resistant to all damage until the start of the Spikesnout's next turn.

Snout Shot. Power increasing vapor spreads around one other creature within 60 ft. that the Spikesnout can see. If the target deals any damage until the end of its next turn, it deals maximum damage instead of rolling. Until the effect ends, every creature within 5 ft. of the target is also affected.

Sunwing

Large construct, unaligned

AC 18 (natural armor)
HP 237 (25d10+100)
Speed 15 ft. walk, 90 ft. fly

Initiative +10 (20)

		MOD	SAVE			MOD	SAVE
Str	17	+3	+3	Int	3	-4	+1
Dex	21	+5	+10	Wis	11	+0	+0
Con	18	+4	+9	Cha	18	-5	+0

Skills Perception +5, Acrobatics +10
Vulnerabilities acid
Resistances radiant
Immunities psychic, poison, charmed, exhaustion, poisoned, frightened
Senses darkvision 60 ft., Passive Perception 15
CR 14 (XP 11,500; PB +5)

Traits

Constructed Nature. The Sunwing doesn't require air, food, drink, or sleep.

Flyby. The Sunwing doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Immutable Form. The Sunwing is immune to any spell or effect that would alter its form.

Magic Resistance. The Sunwing has advantage on saving throws against spells and other magical effects.

Components

Components can be targeted by attacks, If their HP are reduced to zero, they are destroyed. Damage to the components also counts as damage to the Sunwing.

Plasma Fin. *AC 21; HP 85:* destroying this component disables the Sunwing's Plasma Beam, Power Fling and Crashing Tear.
When its HP reaches zero, the Plasma Fin explodes, dealing 45 (10d8) radiant damage to every creature in a 20 radius, including the Sunwing, or half as much on a successful DC 18 Constitution saving throw.

Shield Caster. *AC 20; HP 50:* destroying this component disables the Defensive Stance ability.

Actions

Multiattack. The Sunwing makes three Wing Swipe attacks or makes two Plasma Beam attacks.

Plasma Beam. *Ranged Weapon Attack:* +10 to hit, range 40/80 ft., one target. *Hit:* 31 (4d12+5) radiant damage.

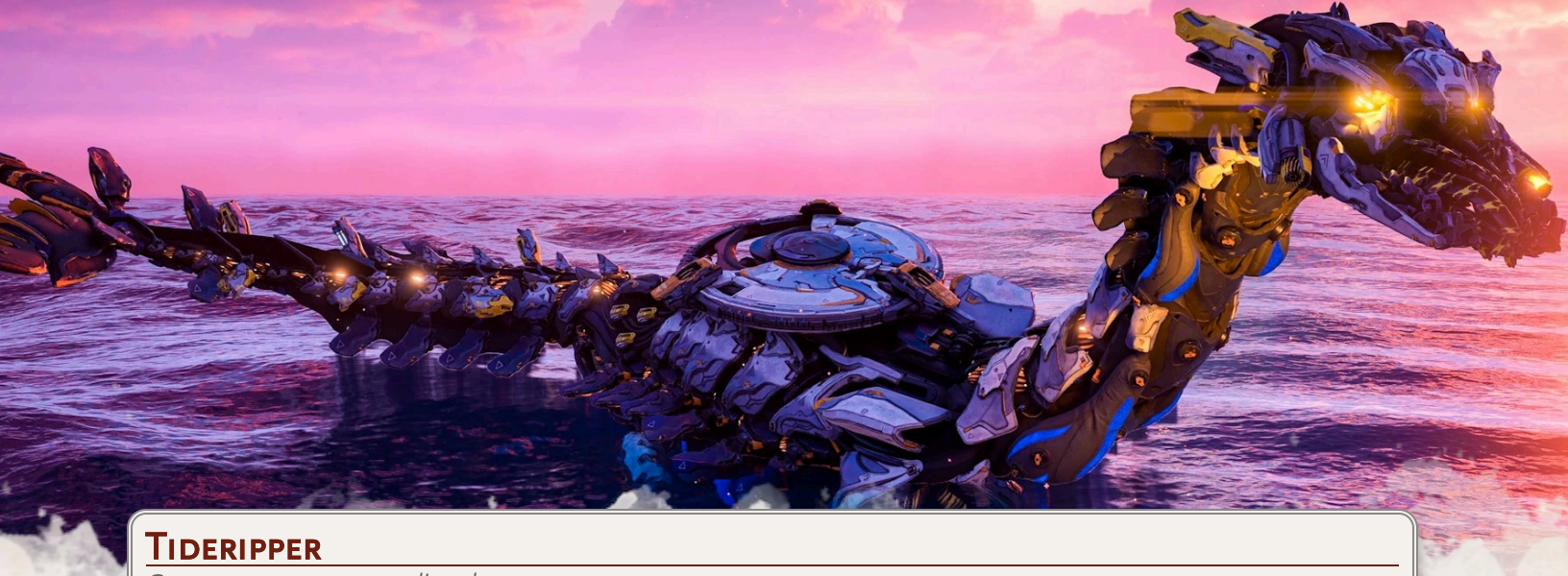
Wing Swipe. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 25 (4d10+3) slashing damage.

Power Fling (Recharge 4-6). The Sunwing shoots a plasma beam into the ground, then rips out a chunk of plasma-infused rock with its talons before throwing it at a target.
Ranged Weapon Attack: + 8 to hit, range 30/60 ft., one target. Hit 22 (3d12+3) bludgeoning damage plus 10 (3d6) radiant damage.
Hit or miss, the rock explodes in a 10 ft radius around the target, dealing 18 (4d8) radiant and 18 (4d8) bludgeoning damage to all other creatures in the area on a failed DC 16 dexterity saving throw, half as much damage on a success.

Crashing Tear (Recharge 4-6). If the Sunwing is flying and dives at least 50 feet, it can slam into the ground with its beak, causing a plasma detonation. Every creature in a 20 ft radius takes 45 (10d8) radiant damage, half as much on a successful DC 16 Constitution saving throw.

Bonus Actions

Defensive Stance. If the Sunwing is on the ground, it can enter or leave a defensive stance as a bonus action. In this stance, its fly speed is zero, its AC and the AC of all components is increased by +3 and it cant make melee attacks or use the Power Fling ability.



Tideripper

Gargantuan construct, unaligned

AC 20 (natural armor) **Initiative** +8 (18)
HP 387 (25d20+125)
Speed 15 ft. walk, 50 ft. swim

		MOD	SAVE			MOD	SAVE
Str	23	+6	+13	**Int**	5	-3	+4
Dex	12	+1	+1	**Wis**	14	+2	+2
Con	20	+5	+12	**Cha**	3	-4	+3

Skills Athletics +13, Intimidation +10, Perception +9
Vulnerabilities Cold, Lightning
Resistances Fire
Immunities Psychic, Poison; Charmed, Exhaustion, Frightened, Poisoned
Senses Darkvision 60 ft., Passive Perception 19
CR 21 (XP 33,000, PB +7)

Traits

Legendary Resistance (3/Day). If the Tideripper fails a saving throw, it can choose to succeed instead.

Constructed Nature. The Tideripper doesn't require air, food, drink, or sleep.

Immutable Form. The Tideripper is immune to any spell or effect that would alter its form.

Magic Resistance. The Tideripper has advantage on saving throws against spells and other magical effects.

Components

Components can be targeted by attacks, If their HP are reduced to zero, they are destroyed. Damage to the components also counts as damage to the Tideripper.

Tidal Disc. *AC 22; HP 90:* destroying this component disables Water Spin and Tidal Wave.

Purgewater Cannon. *AC 23; HP 70:* destroying this component disables Jet Stream and Hydro Slide.

Tail. *AC 22; HP 80:* destroying this component disables Tail Smash and Torpedo Rush.

Actions

Multiattack. The Tideripper makes two Drill Stab attacks, and one Neck Sweep attack or makes two Jet Stream attacks.

Drill Stab. *Melee Attack Roll:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (4d6+6) Piercing damage.

Neck Sweep. *Melee Attack Roll:* +13 to hit, reach 15 ft., one target. *Hit:* 24 (4d8+6) Bludgeoning damage.

Tail Smash. *Melee Attack Roll:* +13 to hit, reach 15 ft., one target. *Hit:* 25 (3d12+6) Bludgeoning damage.

Jet Stream. *Ranged Attack Roll:* +13 to hit, range 100 ft., one target. *Hit:* 19 (3d8+6) Bludgeoning damage plus 13 (3d8) Cold damage.

Mud Spit (Recharge 5-6). *Dexterity Saving Throw:* DC 21, each creature in a 15-foot-radius Sphere centered on a point the Tideripper can see within 90 feet. *Failure:* 54 (8d12) Bludgeoning damage and the target has the Prone condition. *Success:* Half Damage.

Water Spin (Recharge 5-6). *Strength Saving Throw:* DC 21, each creature in a 20 ft. Emanation. *Failure:* 54 (12d8) Bludgeoning damage and the target is pushed 10 ft away. *Success:* Half Damage.

Bonus Actions

Hydro Slide. The Tideripper wets the ground before it and slides with its belly. It moves up to its walk speed. Opportunity attacks caused by this movement are made with disadvantage.

Legendary Actions

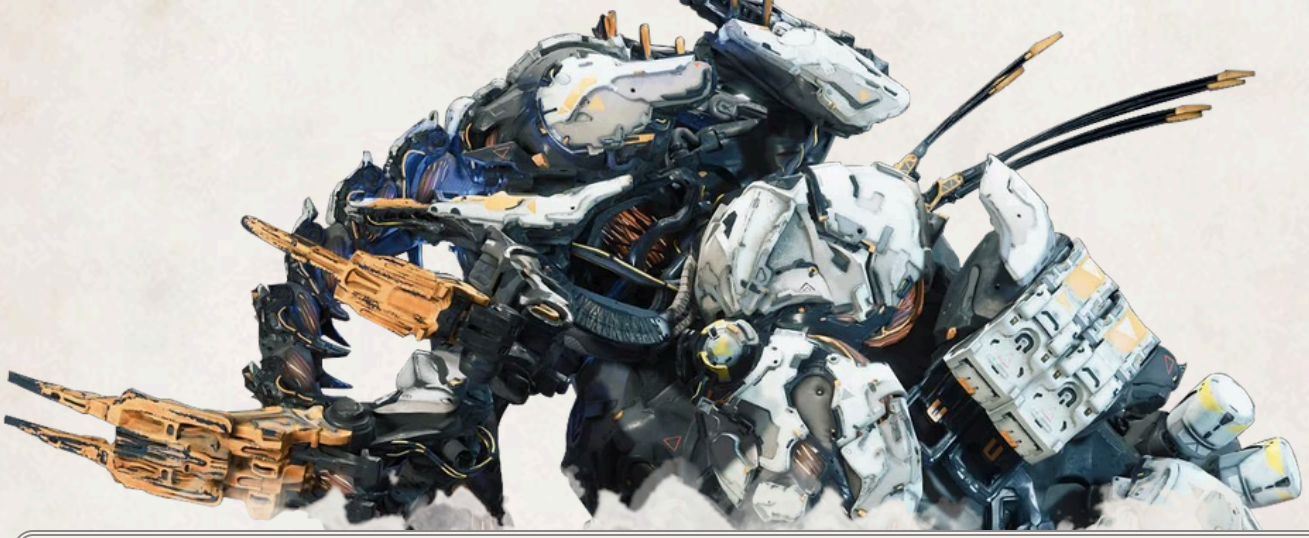
Tideripper can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Tideripper regains spent legendary actions at the start of its turn.

Tail Smash. The Tideripper makes a Tail Smash attack.

Torpedo Rush. The Tideripper moves up to its speed.

Tidal Wave (Costs 2 Actions). *Constitution Saving Throw:* DC 21, each creature in a 30 ft. cone. *Failure:* 28 (8d6) Cold Damage. *Success:* Half Damage.

Jet Stream Sweep (Costs 3 Actions). The Tideripper makes two Jet Stream attacks, each against a different target.



Tremortusk

Gargantuan construct, unaligned

AC 18 (natural armor) **Initiative** +6 (16)
HP 418 (27d20+135)
Speed 40 ft. walk

		MOD	SAVE			MOD	SAVE
Str	23	+6	+12	Int	3	-4	+2
Dex	10	+0	+0	Wis	12	+1	+1
Con	20	+5	+11	Cha	1	-5	+1

Skills Athletics +12, Intimidation +7, Perception +7
Vulnerabilities Cold
Resistances Fire, Lightning
Immunities Psychic, Poison, Charmed, Frightened, Exhaustion, Poisoned
Senses darkvision 60 ft., Passive Perception 17
CR 20 (XP 25,000, PB +6)

Traits

Legendary Resistance (3/Day). If the Tremortusk fails a saving throw, it can choose to succeed instead.

Constructed Nature. The Tremortusk doesn't require air, food, drink, or sleep.

Immutable Form. The Tremortusk is immune to any spell or effect that would alter its form.

Magic Resistance. The Tremortusk has advantage on saving throws against spells and other magical effects.

Components

Components can be targeted by attacks, If their HP are reduced to zero, they are destroyed. Damage to the components also counts as damage to the Tremortusk.

Tusks. *AC 20; HP 20:* The Tremortusk has 4 Tusks. destroying one reduces the number of Tusk Stabs in Multiattack by one. If all Tusks are destroyed, Tusk Stab and Terror Reaper are disabled.

Blaze Sac. *AC 20; HP 110:* destroying this component disables Incinerator and Blazing Rock Throw, then it explodes.
Dexterity Saving Throw: DC 20, each creature in a 20 ft. radius sphere centered on the Tremortusk. *Failure:* 35 (10d6) Fire damage. *Success:* Half Damage.

Shock Cannon. *AC 21; HP 60:* destroying this disables Cannon Blitz.

Actions

Multiattack. The Tremortusk makes five Tusk Stab attacks or makes two Thunder Stomper attacks or makes four Cannon Blitz attacks.

Tusk Stab. *Melee Attack Roll:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (4d6+6) Piercing damage.

Thunder Stomper. *Melee Attack Roll:* +12 to hit, reach 5 ft., two targets. *Hit:* 15 (2d8+6) Bludgeoning damage plus 11 (2d10) Lightning damage.

Blazing Rock Throw. *Ranged Attack Roll:* +12 to hit, range 50/100 ft., three targets. *Hit:* 20 (4d6+6) Bludgeoning damage plus 14 (4d6) Fire damage.

Cannon Blitz. *Ranged Attack Roll:* +12 to hit, range 120 ft., one target. *Hit:* 22 (3d10+6) Lightning damage.

Seismic Shock Slam (Recharge 5-6). *Dexterity Saving Throw:* DC 20, 30 ft. Emanation. *Failure:* 65 (10d12) Lightning damage. *Success:* Half Damage.

Incinerator (Recharge 5-6). *Dexterity Saving Throw:* DC 20, 90 ft. Cone. *Failure:* 63 (14d8) Fire damage. *Success:* Half Damage.

Bonus Actions

Terror Trumpet (2/Short Rest). *Constitution Saving Throw:* DC 20, each creature in a 90 ft. Emanation. *Failure:* The target has the Deafened condition until the end of its next turn, at which point it repeats the save.

Charge. The Tremortusk moves up to half its Speed.

Legendary Actions

Legendary Action Uses: 3. Immediately after another creature's turn, the Tremortusk can expend a use to take one of the following actions. The Tremortusk regains all expended uses at the start of each of its turns.

Blitz Barrage. The Tremortusk uses Cannon Blitz.

Thunder Stomper (Costs 2 Actions). The Tremortusk makes a Thunder Stomper attack.

Terror Reaper (Costs 2 Actions). The Tremortusk moves up to it's speed until a hostile creature is within 10 ft., then it stops and attacks the creature with Tusk Stab.

Widemaw

Large construct, unaligned

AC 15 (natural armor) **Initiative** +4 (14)
Hit Points 93 (11d10+33)
Speed 40 ft. walk, 30 ft. swim

		MOD	SAVE			MOD	SAVE
Str	19	+4	+7	Int	3	-4	-1
Dex	12	+2	+1	Wis	11	+0	+0
Con	17	+3	+3	Cha	1	-5	-2

Skills Athletics +7, Perception +3
Resistances Fire, Cold, Lightning, Radiant
Immunities Psychic, Poison; Charmed, Exhaustion, Frightened, Poisoned
Senses darkvision 60 ft., Passive Perception 13
CR 7 (XP 2,900, PB +3)

Traits

Immutable Form. The Widemaw is immune to any spell or effect that would alter its form.

Constructed Nature. The Widemaw doesn't require air, food, drink, or sleep.

Magic Resistance. The Widemaw has advantage on saving throws against spells and other magical effects.

Components

Components can be targeted by attacks, If their HP are reduced to zero, they are destroyed. Damage to the components also counts as damage to the Widemaw.

Vacuum Turbine. *AC 18; HP 35:* Destroying this component disables Sludge Bomb and Cyclone Drag.

Tusks. *AC 17; HP 10:* The Widemaw has 4 Tusks. Each destroyed Tusk reduces the damage of Tusk Charge by 1d6. Destroying all disables Tusk Charge.

Actions

Multiattack. The Widemaw makes two Slosh Chomp attacks or makes three Sludge Spew attacks.

Slosh Chomp. *Melee Attack Roll:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) Piercing damage.

Sludge Spew. *Ranged Attack Roll:* +7 to hit, range 40/80 ft., one target. *Hit:* 11 (2d6+4) Bludgeoning damage.

Sludge Bomb (Recharge 5-6). *Dexterity Saving Throw:* DC 15, each creature in a 15-foot-radius Sphere centered on a point the Widemaw can see within 60 feet. *Failure:* 35 (10d6) Bludgeoning damage. *Success:* Half Damage.

Cyclone Drag. *Strength Saving Throw:* DC 15, each creature in a 30 ft. Emanation. *Failure:* The target is moved up to 20 ft. closer towards the Widemaw. The Widemaw then makes a Slosh Chomp attack against every creature within 5 ft. of it.

Bonus Actions

Tusk Charge (Recharge 4-6). The Widemaw moves up to its speed straight towards a creature and then attacks. *Melee Attack Roll:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6+4) Piercing damage.

Reactions

Emergency Roll. *Trigger:* The Widemaw takes damage. *Response:* The Widemaw moves 5 ft. without provoking opportunity attacks.